

SEGA SATURN™

ARCADE RACER™

ANALOG STEERING WHEEL



HIT THE ROAD WITH MORE CONTROL!

- Compatible With All Sega Saturn Driving Games.
- Advanced technology provides arcade steering and gives you tighter control in those nasty hairpin turns!
- Six action buttons and up/down buttons make it easier to shift and change views while steering.
- Analog mode compatible with most driving and flying games for Sega Saturn. See individual game boxes for details.

SEGA™



Games with this symbol are optimized with Arcade Racer.

FOR USE EXCLUSIVELY WITH SEGA SATURN™

Sega, Sega Saturn and Arcade Racer are trademarks of SEGA ENTERPRISES, LTD. ©SEGA All Rights Reserved.

V.R. Virtua Racing: Time Warner Interactive's V.R. Virtua Racing for Saturn. ©SEGA ENTERPRISES, LTD. 1992, 1994, 1995 All rights reserved. "V.R. Virtua Racing" and Saturn are trademarks of Sega Enterprises, Ltd.

SEGA™



SEGA SATURN™

T-4801H
301107-0120

VR VIRTUA RACING

TIME WARNER INTERACTIVE'S



MANUFACTURED FOR PLAY ON THE SEGA SATURN™ SYSTEM



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

Handling your Sega Saturn CD	4
Introduction	5
Controls	6
Starting The Game	9
Mode Select Screen	9
Arcade	10
Grand Prix	10
Practice	14
Options	17
Main Game Screen	19
High Score Table	20
Credits	21



HANDLING YOUR SEGA SATURN CD

- Do not leave your CD in direct sunlight or near a radiator or other source of heat, it may become distorted and will not function.
- Do not bend it, crush it, or scratch it.
- Be sure to take an occasional break from extended playing.



Power On

1. Make sure that your Sega Saturn is plugged in and connected to your TV/Monitor per Sega's instructions.
2. Press the OPEN button on the top of the Saturn and insert your Virtua Racing CD with the label side up.
3. Close the CD access lid and turn on your Saturn unit.
4. After a few moments you should see the Time Warner Interactive title screen.
5. If the title screen does not appear, check all Saturn connections and make sure the power light is on and the CD has the label side up.



INTRODUCTION

You've had plenty of time to think about it. The speed. The danger. The sheer intensity of it all.

You remember the arcade. The pounding heartbeat. The sweaty palms. The buggin' eyeballs. The guys who always wore concert t-shirts. This time, though, it's even better.

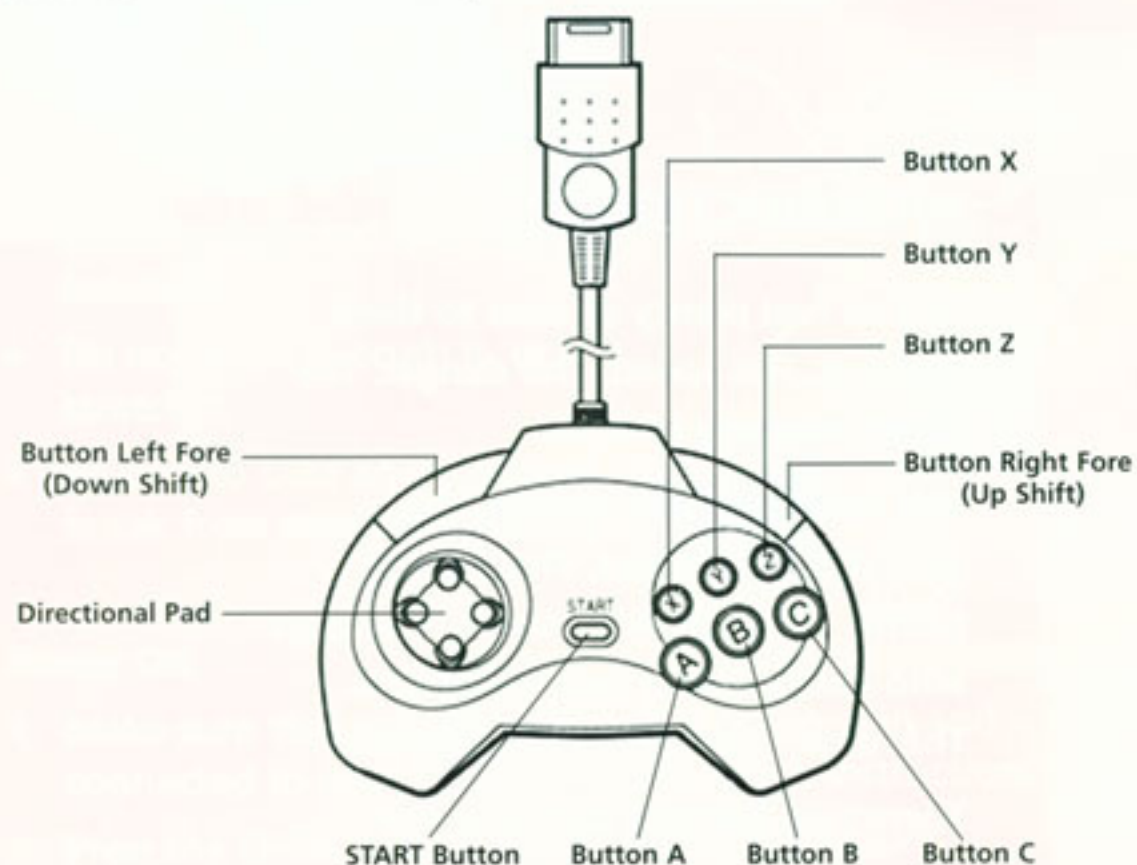
There's no backing out now Ace.

Slide in, buckle up and experience Virtua Racing as you've never experienced it before.

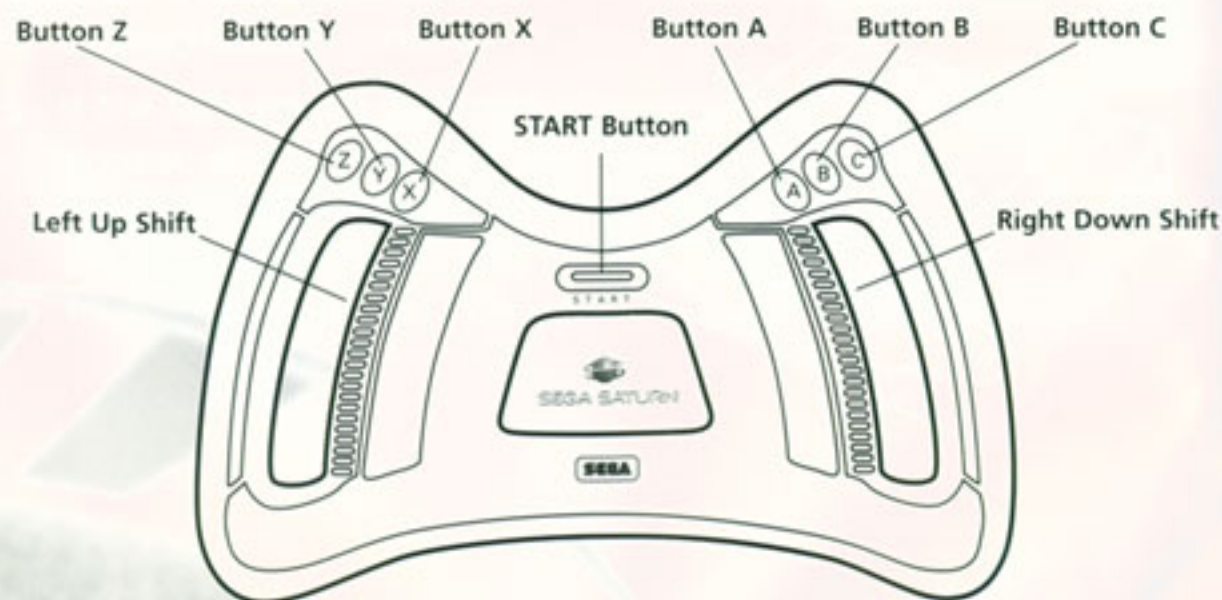


CONTROLS

This manual refers to the following controllers:
(Standard Directional Pad)



(Optional Steering Wheel)



Default Controls

Button A - Fly view

Button B - Brake

Button C - Accelerate (Gas)

Button X - Cockpit View

Button Y - Follow View

Button Z - Float View

START Button - Start/Pause the game

Directional Pad - Left/Right to steer, Right Fore to shift up, Left Fore to shift down (Manual Transmission only)

- A, B, C (press all three at once) + START Button - Resets the game
- Left Fore, Right Fore (simultaneous) - Quit current race
- In general; C - Advance to next menu, B - Go back to previous menu

Special Camera Angle Controls

The following camera angle controls are also available in Watch mode (no players) only:

Right Button + Z - Multiple-track camera views

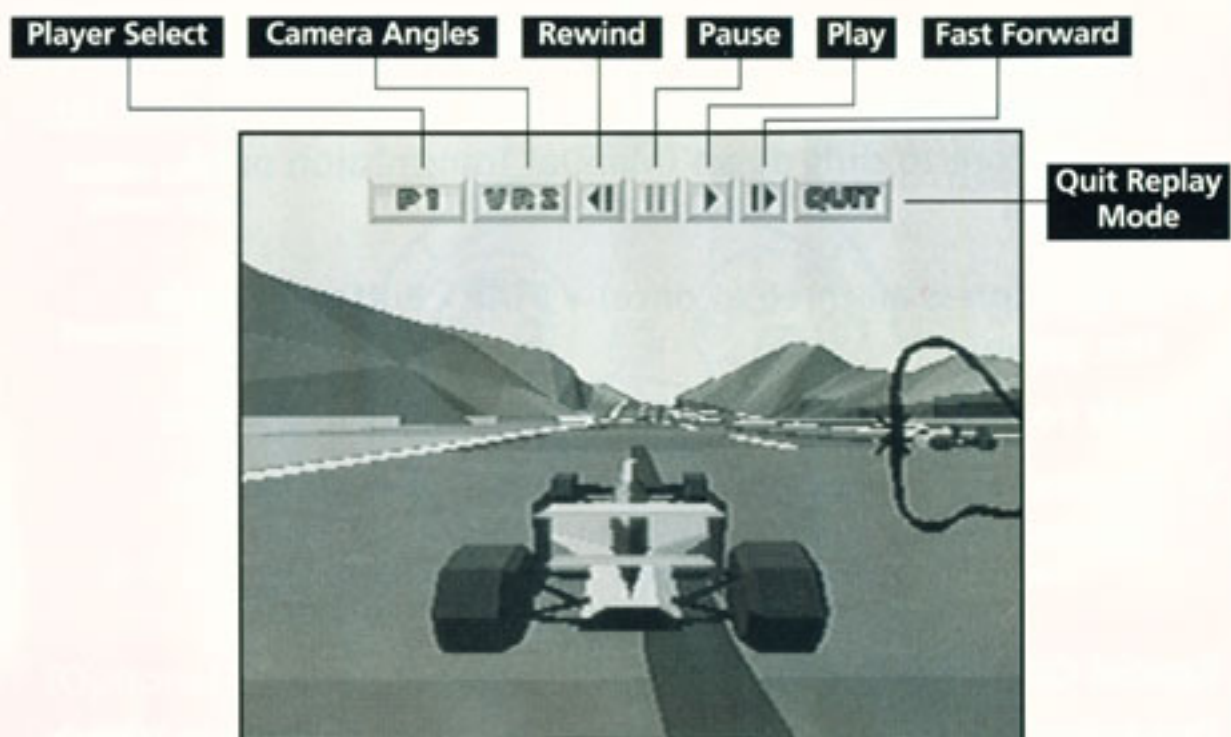
Right Button + C - Birdseye view

Right Button + X - 360-degree rotating perspective above car

B Button - Press repeatedly to view each car in the race

Replay Mode Controls

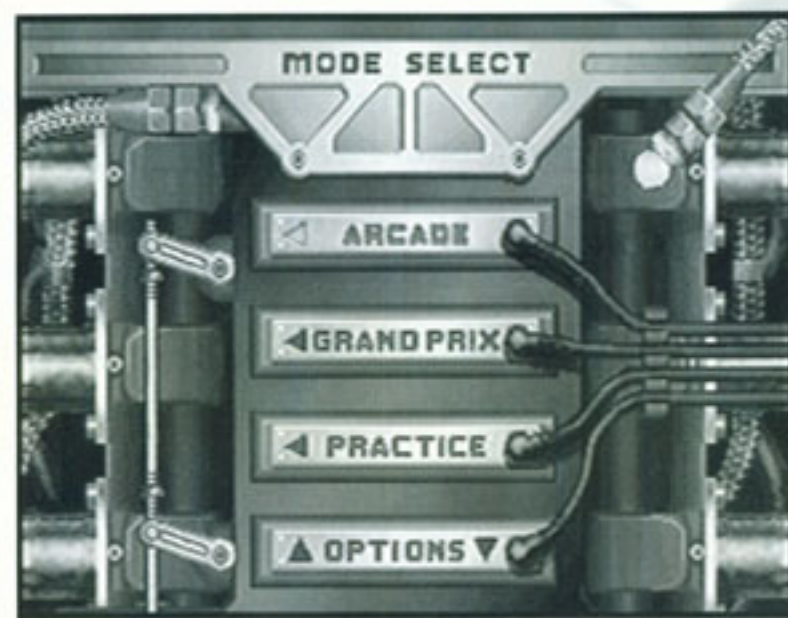
After each race, you may select to replay a portion of the race. To do this, press Button B when the text appears (just after the "GAME OVER" message). Be careful, if you press the C Button or START, you will exit the Game Over Screen and not be able to view replay. At the Replay screen, highlight the button you want, then press the A Button to activate the replay.



The controls in Replay Mode are the same as the controls on a VCR—with the addition of seven camera angle select buttons. Highlight the Camera Angles Button, then press the C Button to cycle through the angles. The B Button will cycle back to a previous angle.

STARTING THE GAME

At the title screen, or any time during the racing demo, press the START button to get to the MODE SELECT screen.



MODE SELECT SCREEN

Here you can choose your race mode and set the race options to your own specifications:

ARCADE - Heat up your tires in the classic arcade game. Race for the best lap time—and go for those extended time bonuses.

GRAND PRIX - Race a full season tour through 10 tracks—using five hot machines.

PRACTICE - Hone your racing skills against the clock or computer drones.

OPTIONS - Customize the game settings to your liking.

ARCADE

Out here, speed is everything. Fastest time wins. Just like you remember. To get started, press the Directional Pad Up/Down to cycle through the following options. Once you have made all your selections, press START or Button C to begin racing.

<u>Track</u>	Choose an arcade track by pressing the Directional Pad Left/Right.
<u>Transmission</u>	What'll it be—Automatic or Manual? (Press Left or Right Buttons to select.)
<u>A Button or Start</u>	To begin racing.
<u>B Button</u>	Go Back to Previous Menu.

Arcade Tracks

Relive those glory days in the arcade on three ultra-fast tracks:

<u>Big Forest:</u>	Location: Europe Length: 3.72 Km Skill Level: Easy
<u>Bay Bridge:</u>	Location: North America Length: 3.34 Km Skill Level: Medium
<u>Acropolis:</u>	Location: Greece Length: 3.53 Km Skill Level: Hard

GRAND PRIX

Press the Directional Pad Up and Down to select a new game or to load your previous standings. When you first enter a new Grand Prix, you need to enter your initials so that the racing officials can score your progress. Hope all your practice pays off!



Now you're ready for a full season of Virtua Racing. Once you have chosen a new game or loaded your previous standings, press START OR BUTTON C to go to the next menu. BUTTON B takes you back to the previous menu.

Loading a saved game - When you select Grand Prix, you may choose to load a saved game state. Five saved game spots appear above the 'New Game' selection. If the spot does not say <EMPTY>, then it can be chosen so that a Grand Prix can be continued where you left off. The saved state is displayed below the entry menu, and tells you the car class circuit, next race, and total points tallied thus far. Choose "CANCEL" to exit without loading a saved Grand Prix.

After you have selected a new game or loaded a saved game, the following menu items appear:

<u>Track</u>	Select which race course to use.
<u>Gear Box</u>	What'll it be —Automatic or Manual? Press LEFT or RIGHT to choose. This is only available when starting a new game or after you graduate to a new car class.
<u>Team</u>	Select your car color and your team. (The team you choose will dictate your racing strategy.) Change teams by pressing D-Pad LEFT or RIGHT. Team select is only available in a new game.
<u>BUTTON C or START</u>	Select this to begin racing.
<u>BUTTON B</u>	Go Back to Previous Menu.



End/Save a Grand Prix Race

After your Grand Prix race is over, you are asked if you want to save the results. A 'YES' answer, using BUTTON C or START, brings up the name entry screen and allows you to choose one of five slots to save your Grand Prix status.

An <EMPTY> slot has not been used yet. If you select an empty slot, you are expected to enter a saved game name using the joy-pad directionals. Use LEFT/RIGHT to select the position of the character in the name. Use UP/DOWN to select which letter goes in that position. After you enter the game name the way you want it, press BUTTON C or START to accept the name and save the game state. Press BUTTON B to cancel name entry and go back to the previous menu.

You can also choose a slot that already has a name but be careful since a slot with a name already has a saved game associated with it! If you select a slot with a name and save to it, the previously saved game is overwritten with the current game.

Points For Placing

You begin racing with the Go Kart class vehicle. To graduate to the next class, you need to accumulate the correct number of points. Points are awarded as follows:

<u>Finish Points:</u>	1st - 10	3rd - 4	5th - 2
	2nd - 6	4th - 3	6th - 1
	7th through last - no points awarded		

Graduating To The Next Class

Car classes are awarded according to total points accumulated while driving a given car type. The following shows the points needed to advance to the next class.

<u>Car type</u>	<u>Points to next class</u>
Go Kart	20 to access Coupe
Coupe	30 to access F-160
F-160	40 to access GTP
GTP	50 to access F-1

Grand Prix Tracks (in order of difficulty)

There are 10 different tracks displayed—each more difficult than the next.

<u>Amazon Falls:</u>	Location: South America Length: 3.68 Km Skill Level: Easy
<u>Speedway:</u>	Location: Australia Length: 2.80 Km Skill Level: Easy
<u>Big Forest:</u>	Location: Europe Length: 3.72 Km Skill Level: Easy
<u>Alpine:</u>	Location: Europe Length: 3.16 Km Skill Level: Medium
<u>Bay Bridge:</u>	Location: North America Length: 3.34 Km Skill Level: Medium
<u>Surfer:</u>	Location: Australia Length: 3.94 Km Skill Level: Medium
<u>Diablo:</u>	Location: North America Length: 2.96 Km Skill Level: Hard
<u>Acropolis:</u>	Location: Greece Length: 3.53 Km Skill Level: Hard
<u>Metropolis:</u>	Location: Japan Length: 3.89 Km Skill Level: Hard
<u>Pacific:</u>	Location: North America Length: 2.84 Km Skill Level: Expert

PRACTICE

Before you go out there and lose your shirt, your car, your team, and quite possibly your life, you'd better practice. First you must select your car. To do so, press the Directional Pad

LEFT or RIGHT to cycle through the various cars (use Left Fore or Right Fore Buttons to rotate the vehicle for inspection). Once you have made all selections in the menu screens below, press START or BUTTON C to begin racing. The following are the options you'll find in Practice mode.



Car Select Screen

To make a selection, press the Directional Pad UP or DOWN to choose an option, and press the Directional Pad Left or Right to cycle through the various selections under any option.

Car

Select which type of car to use.

Gear Box

Automatic/Manual (use the Left or Right Buttons to make your selection).

Team

Use this option to select which team you would like to race for. Each team has a different color scheme.

BUTTON A or START

Use to leave this screen and select a track.

BUTTON B

To Go Back to the Previous Menu.

Car types

<u>Go Kart:</u>	<u>Coupe:</u>	<u>F-160:</u>	<u>GTP:</u>	<u>F-1:</u>
90 mph	185 mph	185 mph	230 mph	200 mph
30 hp	200 hp	400 hp	500 hp	700 hp
3 speed	5 speed	5 speed	6 speed	7 speed
V-twin	Flat 6	V8	V8	V12

(Note: The cars can be rotated in place using the Left and Right Fore Buttons.)

Teams

The following is a list of teams available for you to join—or race against.

<u>TEAM NAME</u>	<u>Alternate Team Name</u>	<u>COLORS</u>
Apollo	Road Star	Yellow, white
Atlantic	Road Ace	Red, white, yellow
Beret	Idaten	Yellow, green, blue
Saturn's	Saturn's	Blue white
Europa	Hayabusa	Blue white
Fedora	Gazelle	Red, green, white
Lightspeed	Todoroki	Orange, white
Apex	Apex	Black, white
Shread	Riot	Green, white
Speedwork	Top Speed	Magenta, yellow, white
ACME	Forward	Red, white, blue
Hurricane	Wave	Magenta, white
Team VR	VR	Red, white
Warp	Melos	Black, yellow, white
X-Team	Raven	Magenta
Team Zero	Spectre	Black

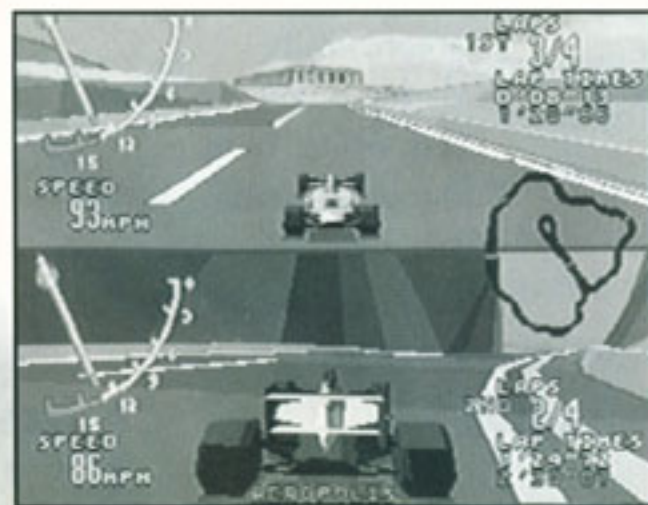
Race Setup. After you select your car, transmission and team, press START or BUTTON C to access the Race Setup Screen. To make a selection, press the Directional Pad UP or DOWN to select the option and press the Directional Pad Left or Right to cycle through the various selections under any given option.



Here you'll find the following options:

- Track Select which course to practice on.
(These are the same tracks as in Grand Prix mode.)
- # Laps Select how many laps to run.
1, 2, 3, 4, 5, 10, or Free Run (for time trials).
- Drone type Choose: No Drones, Arcade Drones (race against 3 drones with 'arcade' type behavior) or Grand Prix Drones (race against the most skilled drones).

Note: Three drones, maximum, are available in Practice Mode.
Press BUTTON C or START to Begin Racing.



2-Player Mode. Here you can team up with a buddy—and the rest of the pack. To set up a 2-Player race, choose "Two-Player" at the Option Screen and select "Practice Race". Out here it's you against your buddy—may the best driver win! (Player One is at the top of the screen. Player Two is at the bottom.)

OPTIONS.



Press the Directional Pad UP or DOWN to cycle through the following options. Press LEFT or RIGHT to toggle through selections under each option. Once you have made all your selections, press START or BUTTON C to choose a racing mode.

- Players Choose the number of opponents—none (demo), 1, or 2. (2-Player is available only in Practice Mode.)
- Difficulty Ace, Hard, Medium, or Easy
- Controller Configure your controller to your specifications. (Press START or BUTTON C to enter configure mode)
A - Use the default set-up
B - Change the view buttons
C - Define the button assignments
A list of functions will appear, one at a time. To configure the button assignments, press the Button that you want to assign to a particular function and that button will be assigned that particular task.

Note: Player 2 must press START or BUTTON C to Configure his controller. The Player being set is shown at the top of the screen.
- Sound test Track Bank: (Select a track's sounds.)
Car Bank: (Select a car's sounds.)
Sound #: (Which sound to play.)
CD Audio #: (Which music selection to play.)

Custom Game. Use **BUTTON C** or **START** to change a setting. Use **BUTTON B** to leave this menu. **UP** and **DOWN** Buttons move between options. Press **LEFT** or **RIGHT** Buttons to cycle through the following options:

<u>MPH/KPH</u>	Display miles per hour or kilometers per hour
<u>Radar</u>	Rotating Radar - Allows the radar to rotate as you change your facing. Radar Off - Removes radar from the driving screen. Static Radar - Shows the radar but keeps it stationary.
<u>Backgrounds</u>	Mixed Backgrounds - Use all 10 track backgrounds. Grand Prix Backgrounds - Only use new track backgrounds. Arcade Backgrounds - Only use the original Arcade track backgrounds.
<u>Handicap</u>	On/Off- Allows the trailing car(s) a slight speed advantage...makes for a closer, more difficult race.
<u>Track Movies</u>	ON - Enable track preview CD movies. OFF - Disable track preview CD movies.
<u>Awards Movies</u>	ON - Enable ceremony CD movies. OFF - Disable ceremony CD movies.
<u>Team Set</u>	Toggle between Team Group 1 or 2.
<u>View Track</u>	Use the LEFT or RIGHT Buttons to choose a track preview. When you have the track you want, press the START or C Button to preview a CD movie which describes the track.

RECORDS. Use the **LEFT** or **RIGHT** Buttons to choose Grand Prix Summary or Track Times. **BUTTON C** or **START** selects the option.

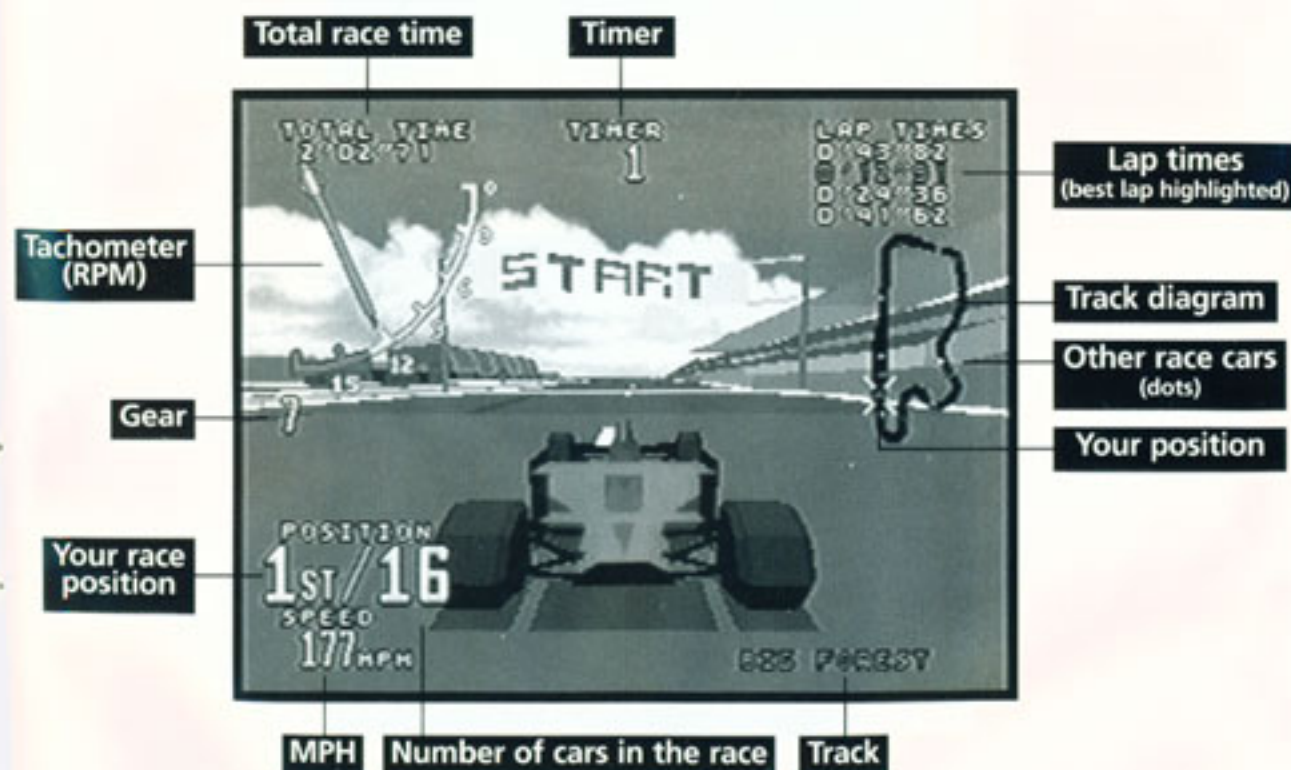
Track Times **UP** or **DOWN** selects a track. **BUTTON C** or **START** to see a track's times (use **LEFT** or **RIGHT** to see additional times.)

Grand Prix Summary **UP** or **DOWN** to select a saved game.
BUTTON C or **START** to see the standings,
LEFT or **RIGHT** to see additional standings if present.

MAIN GAME SCREEN

The following items appear on the Main Game Screen:

Total Time	Displays the total time it takes you to complete the race.
RPM	Displays your speed in RPMs.
Lap Time	Displays your time for the current lap.
Radar	Displays an aerial view of the track—and your position in relation to the rest of the field.
Current Speed	Displays the speed your vehicle is currently going.
Track Name	Displays the location of the circuit on which you are racing.
Current Position	Displays your current position in the race.
Current Gear	Displays the gear you're currently using.
Cars In Race	Displays the number of cars participating in the race.



HIGH SCORE TABLE

Each time you complete a race, your Best Lap Time and Best Overall Race Times are reviewed for placement on the High Score Tables. Twenty four names are included here. If your time qualifies, you will see a High Score Entry Screen. Use the LEFT and RIGHT directional buttons to select the letter to change, UP and DOWN to change the next letter. Once the correct letter is displayed, press the D-Pad RIGHT to enter the next letter. Once the last letter is entered, the game continues. Press BUTTON C or START to record the initials and continue the game.

ACROPOLIS FASTEST LAPS			
RANK	NAME	LAP TIME	CAR
1 ST	AAA	55"50	
2 ND	TFC	1'15"00	
3 RD	JE	1'17"00	
4 TH	MEL	1'19"00	
5 TH	MMM	1'21"00	
PRESS START TO RACE			

METROPOLIS COURSE RANKING			
RANK	NAME	COURSE TIME	CAR
1 ST	JZM	5'00"00	
2 ND	JE	5'05"00	
3 RD	MEL	5'10"00	
4 TH	MMM	5'15"00	
5 TH	ACE	5'20"00	
6 TH	CTT	5'25"00	
PRESS START TO RACE			

CREDITS

SATURN VERSION

Programming	Mike Alexander Tim Crossman Charles Tolman
Graphics Lead Graphics	Manuel Laguatan Jose Erazo Ace Miles Lindsay Dawson
Audio	Doug (Sweet Willy) Brandon M Stevens Earl Vickers
Tools	Chris Ebert
Tuning	Rob Boone
Test Manager	Curtis Soldano
Testing	Rob Boone John Arvay Jr. Brian Corey
Manual Producer	Bill Hindorff, Curtis Clarkson Bill Hindorff

90-DAY LIMITED WARRANTY

Time Warner Interactive warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. Time Warner Interactive agrees to either repair or replace of its option, free of charge, any Time Warner Interactive software product. Before any returns are accepted you must call our warranty department (408) 473-9400 for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TIME WARNER INTERACTIVE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied WARRANTY lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence regarding this Time Warner Interactive game to:

**Time Warner Interactive Warranty Department,
P.O. Box 360782, Milpitas, CA 95036-0782**

Repairs after expiration of warranty: If your Time Warner Interactive game cartridge develops problems after the 90-day warranty period, you may contact Time Warner Interactive at 408-473-9400.

If the Time Warner Interactive customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective CD to Time Warner Interactive. Return the defective CD, freight prepaid, to Time Warner Interactive at the address below. Enclose a check or money order for \$20.00, payable to "Time Warner Interactive." Time Warner Interactive will, at its option, subject to the conditions above, repair the CD or replace it with a new or repaired CD. If replacement CDs are not available, the defective will be returned and the \$20.00 payment refunded.

**Time Warner Interactive, Inc.
Attn: Customer Service
675 Sycamore Dr.
Milpitas, CA 95035-0782**

PROBLEMS OR QUESTIONS?

We recommend that you read
this instruction booklet to learn and
master the operation of this game.
Should you have any further problems
or questions about playing this game,
please call a game counselor at
408-433-3999

Monday through Friday from
9:00 am – 6:00pm Pacific Time.

Patent numbers:

U.S. Nos. 4, 442, 486/4, 454, 594/4, 462, 076/5, 371,792; EUROPE Nos. 80244;
CANADA Nos. 1, 183, 276/1, 082, 351; HONG KONG No. 88-4302; GERMANY No. 2,609,826;
SINGAPORE No. 88-155; U.K. No. 1,535,999; FRANCE No. 1,607,029; JAPAN No. 1, 632,396